NAUTICAL REMARKS

AND

OBSERVATIONS

FOR THE

CHART

OF THE

HARBOUR OF BOSTON.

Compoſed from SURVEYS, &c. Taken at different Times.

LONDON:
PRINTED FOR THE AUTHOR.
M,DCC,LXXV.

NAUTICAL DIRECTIONS.

Boſton-Bay

FROM the Entrance of Boſton-Bay, between Cape-Ann and Cape-Cod,* until you come within two Leagues of the Boſton-Light-Houſe, you ſhoal your Water from 35 to 19 Fathoms. The Soundings are irregular: On the Cape Ann-Shore, the Bottom is rocky; and fine White Sand towards Cape-Cod.

Tides.

On the Days of the Full and Change of the Moon it is High-Water off the Boſton Light-Houſe at Ten o'Clock—It flows off the Town till a Quarter of an Hour paſt Eleven.

The Spring Tides riſe 16
Neap Tides 12
} Feet perpendicular

The Variation at the Light-Houſe is 7° 40′ Weſt.

To ſail in the Night within the Light-houſe Anchorage.

Coming from Sea in the Night, bring the Light-Houſe to bear Weſt, and ſteer for it; obſerving to incline your Courſe Southerly as you approach, in order to give a Birth of two Cables Lengths to the Light-Houſe-Iſland. When you are abreaſt of the Light, ſhape your Courſe Weſt until it bears from NNE to NE. Here, if not acquainted with the Harbour, you may Anchor till Day-Light.

* Cape Cod and Cape Ann bear, from each other, S S E. ½ E. and N N W. ½ W, by Compaſs; diſtant fourteen Leagues. From Cape Cod to Boſton Light-Houſe, the Courſe is N N W. ſixteen Leagues; and from Cape Ann, it is S W. eleven Leages.

To turn within the Light-houſe Anchorage.

With the Wind between the SW, and the NW Quarters, a Ship may, in great Safety, turn up within the Light-Houſe Anchorage, taking care *not to ſtand further Northward than to bring the Light-Houſe to bear WSW; nor, further to the Southward, than WNW.*

To ſail through the beſt Channel up to Boſton.

Sailing up to the Narrows, *keep the North Bluff of Hoſpital-Iſland a ſmall Ship's Length open with the South Bluff of George's Iſland,* till you bring a remarkable Hummock on the Land* (a little to the North Eaſtward of Boſton) *open with the Eaſt Point of Nick's-Mate-Iſland.†* Steer on theſe Marks as far up as Gallop Iſland; and thence, to avoid Nick's-Mate-Iſland and Lovell's-Iſland Shoals,‡ keep Mid-Channel until you have Spectacle-Iſland entirely open with Long-Iſland Head. Then ſhape your Courſe § between the

* With theſe Marks, you will ſail Weſt; thence, through the Narrows, your Courſe is N W ¼ N neareſt.

† Taking care not to ſtand ſo far to the Weſtward, as to ſhut in the Hummock with Nick's-Mate, which would throw you on the Ledge extending Eaſterly from George's-Iſland. You may ſail within Fifty Fathoms of the Beacon and the Black-Rock, and be in the beſt of the Channel.

‡ The SE Point of Gallop-Iſland, and the SW Point of Lovell's-Iſland are ſteep too. When you are Half the Diſtance in your Way from them towards Nick's-Mate, keep one Half of the Houſes on Point-Shirley ſhut in with Deer-Iſland, or the Eaſtmoſt Trees on Nantaſket-Head, juſt open on the Eaſt ſide of George's-Iſland. Or a Grove of Trees on the Land over Point-Shirley one-third from the Eaſtward, ſhut in with Deer-Iſland.——Hawling around the Beacon in your Way through the Narrows, with little Wind, keep the Black-Rock on board with the Flood, leſt the Tide, which ſtreams with Rapidity, ſhould carry you through the Channel between Gallop-Iſland and George's-Iſland; and, with the Ebb, give the Black-Rock a good Birth.

§ Which will be W ¼ N neareſt, about three Miles.

North

North Point of Spectacle Iſland * and Caſtle William Iſland, till you bring the firſt and ſecond Church Steeples (from the North End of Boſton) ſo near together that you can but juſt ſee Day-Light between them.† When you are abreaſt of Caſtle William, open gradually the Northmoſt Steeple (which is the higheſt) to the Eaſtward of the other; in order that by the Time you get the Meeting-Houſe on Point Shirley, and the two Trees on the SW End of Governor's Iſland in One, the two Steeples may be a ſmall Ship's Length aſunder.—Thence bend gradually your Courſe to the Weſtward until the Northmoſt Steeple is almoſt ſhut in on the Eaſt Side of the other, and Anchor at Pleaſure off the Long Wharf, in four or five Fathoms, Clay Bottom.

To turn into Nantaſket-Road.

Turning into Nantaſket Road, when you come as high as the Beacon, you approach the Centurion Rock, and are abreaſt of the Quarter-Ledge. Stand no nearer to Nantaſket Shore than to bring the *North of a remarkable Grove of Trees on the Weſt Shore to touch the South Bluff of Hoſpital-Iſland*, nor nearer George's-Iſland than until the Dwelling-Houſe upon Long-Iſland, is on with the SW low Point of George's-Iſland. When you have Nick's-Mate-Iſland ſhut in with George's-Iſland, you are to the Weſtward of all

* Other Marks for ſailing from Spectacle-Iſland to Boſton.——*Keep a remarkable large Tree in Charles-Town, on with the outer Angle of the North-Battery, till you bring the Houſe on Apple-Iſland, and the two Trees on the S. W. End of Governor's-Iſland in One.* Then open the Weſt Side of that Tree a little with the outer Angle of the North-Battery. Run up thus till you open the Meeting-Houſe on Point-Shirley, with the North-End of Governor's-Iſland. Then incline Weſtward, till you bring the two Northmoſt Steeples of Boſton nearly in one. To be in the deepeſt Water, keep the Northmoſt Steeple juſt open to the Eaſtward of the other.

† With the Steeples as directed, the Courſe is N W ¼ W.

Dangers,

Dangers, and may come within half a Cable of George's-Iſland and Nantaſket-Shores, taking Care, with little Wind, that you are not hauled into Nantaſket-Gutt. For the beſt Anchorage in the Road, and ſheltered from every Wind; haul up, within the SW Point of George's-Iſland till you ſhut in the Light-Houſe with it.

Beſt Anchorage.

To turn from Nick's-Mate-Iſland to Caſtle-Iſland.

Turning from Nick's-Mate-Iſland to Caſtle-Iſland, you may approach the South Point of Deer-Iſland, which is bold to; and when above it, you may ſtand in towards Shirley-Point, till you bring the Weſt Point of Middle-Brewſter-Iſland on Deer-Iſland-Point. When you are one Third of the Way up to the Caſtle; ſtanding over to the Northward take Care to keep the Northward Rocks of Calf-Iſland, a ſmall Ship's Length open with Deer-Iſland-Point; and ſtand no further ſoutherly than to have the higheſt Hummock of Great-Brewſter-Iſland, on the North Side of Nick's-Mate-Iſland, till you bring the two Northermoſt Steeples ſo near together, that you can but juſt ſee Day-light between. In ſmall Winds, be attentive leſt the Tides, which run ſtrong towards the Bay Southward of the Caſtle, ſhould carry you along: Obſerve alſo to give a Birth to the Ledge covered at third Flood extending from Caſtle-Iſland near two Cables in a Direction towards Spectacle-Iſland.

Form Caſtle Iſland to Bird-Iſland.

Between the Caſtle and Bird-Iſland, the Channel is very narrow (in ſome Places not above one hundred Fathoms wide, with three Fathoms of Water), and, without a leading Wind, or being well acquainted, ſhould not be attempted with large Ships.

From Bird-Iſland to Boſton.

To turn from Bird-Iſland to Boſton: When you have the Meeting-Houſe on Point-Shirley open to the Northward of Governor's-Iſland, you may ſtand to the Weſtward until you bring

bring the two Northmoſt Steeples in one: When one Third of the Way up from Bird-Iſland, open the Northmoſt Steeple to the Weſtward of the other. You may ſtand ſo far to the Weſtward as to bring the Crane at the End of the Long-Wharf on with the third Steeple from the Northward, and no where have leſs than three Fathoms of Water.

Broad-Sound.

There are three Fathoms at Low-Water in Broad-Sound Channel; But this ſpacious Entrance into Boſton Harbour is full of Shoal and ſunken Rocks.

Shirley-Gut.

Shirley-Gut, although it is very Narrow, affords a convenient Paſſage for ſmall Veſſels.

Marks for the Rocks and Shoals in Sailing into the Harbour.

E. ½ S. about three Miles from the Light-Houſe, and in the fair Way coming into the Harbour, lays a ſmall Fiſhing-Bank, on which are 4 ½ Fathoms at Low-Water. The Marks for it are: *The SW Point of Green-Iſland juſt ſhut in with the NE Point of Outer-Brewſter-Iſland*; and *a remarkable Tree near the NW End of Puttock-Iſland open with Nantaſket-Head* §. Cod-Bank. § See on the Chart A B and A C.

The Hardings are ſteep to. They lay SE three Miles from the Light-Houſe: At Low-Water the largeſt Rock ſhews itſelf about 20 Feet long and 4 Feet high. It is ſur- Hardings.

 rounded

rounded by ſmaller blind Rocks, extending about 140 Fathoms on all Sides. The Marks for the largeſt are: *The SW Point of the Light-Houſe-Iſland, and the Weſtmoſt Point of Great-Brewſter-Iſland in one*; and *Nachant Rock, a ſmall Ship's Length open with the SW End of the Graves* ‡.

‡ DE and DF.

Alderton-Shoal.

Alderton-Shoal extends in a Direction from the Bluff-Head of Point Alderton towards the Eaſt End of the Light-Houſe-Iſland, one-third of the Diſtance over. *The North Part of a remarkable Grove of Trees on the Weſt Land* (well up in the Country) *juſt ſhut in with the North-Bluff of Hoſpital-Iſland*, is a long Mark for its outer End, on which there are three Fathoms at Low-Water.

Light-houſe-Iſland-ſhoal.

The Marks for the Light-Houſe-Iſland-Shoal are: *The South-Bluff of George's-Iſland juſt touching the North-Bluff of Hoſpital-Iſland*; and *the Flagg-Staff with the Weſt Corner of the Dwelling-Houſe on the Light-Houſe-Iſland in one.*

Centurion.

The *SE Point of Great-Brewſter-Iſland, and the Eaſtmoſt Tree on the Eaſt Point of Outer-Brewſter-Iſland in one*; and *one Third of Nick's-Mate-Iſland ſhut in with the Eaſt Side of George's-Iſland*, are the Marks for the Centurion-Rock, on which is 11 Feet at Low-Water, common Tides *.

* LN and LM.

Quarter-Ledge.

The Quarter-Ledge extends from Nantaſket-Bluff 180 Fathoms in a Direction towards George's-Iſland. The Marks for it are: The *Eaſt Point of the Light-Houſe-Iſland, and the Eaſt Point of Outer-Brewſter-Iſland in one*; and *the Eaſt-Points of George's and Nick's-Mate-Iſland in one* †.

† ON and OP.

George's-Iſland-Flatt

The *SW Point of Apple-Iſland juſt open with the NE Point of Nick's-Mate-Iſland*, will lead you into the Narrows, clear of the

the Flatts, extending from the Eaſt Side of George's-Iſland, until you approach Nick's-Mate-Iſland, from which runs a ſmall Spit of Stones.

Lovell's-Iſland-ſhoal.

The *Eaſt-Side of George's-Iſland, on with the Eaſtmoſt Houſe of Hull,* is a long Mark for the Shoal of Lovell's-Iſland: You are to the Southward of it when the North Point of Long-Iſland is open on the South Side of Nick's-Mate-Iſland: And when you open the North Side of Caſtle-Iſland, you are to the Northward of it.

The Lark.

The Lark, is a ſunken Rock, of about the Size of a large Boat, on which are 15 Feet at Low-Water: It lays near the Edge of a Flatt, extending Eaſtward from Hoſpital-Iſland. The *Eaſt Point of Puttock-Iſland, and the Weſt Point of Pumkin-Iſland juſt open*; and *Nick's-Mate-Iſland a little open to the North-End of Gallop-Iſland,* are the Marks for it *.

* QR and QS.

Middle-Ground.

The *South Point of Deer-Iſland, a ſmall Ships Length open with the Rocks on the North Point of Calf-Iſland,* will lead you clear of the South Side of the Middle-Ground. When you bring the SW and the NW Points of Spectacle-Iſland in One, you are to the Weſtward of it †.

† TU.

Upper-Middle.

There are but there Feet of Water on the ſhoaleſt Part of Upper-Middle; ſtoney Bottom. *The Houſe on Apple-Iſland, juſt ſhut in with the North Side of Governor's Iſland,* is the Mark for it's NW End.

FINIS.